



# XMETAPOL

T O K E N   W H I T E   P A P E R



W W W . X M E T A P O L . C O M

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# INTRODUCTION

X-MetaPol: (Metaverse) is the most revolutionary and advanced version of the system and is the game project that will bring a big change on both Mobile and PC.

X-MetaPol is a virtual world where people can rule their own country or be a citizen of others' country. Players can choose to excel in various professions as a citizen.

We aim not only to provide an avenue for entertainment and fun but also to serve as a platform that generates real income for its participants. To achieve this goal, the X-MetaPol ecosystem combines the elements of gaming and crypto, creating an enjoyable and rewarding experience for our players.

The most important feature of the X-MetaPol platform is that it has common NFT markets and Metapolands features. Other games and digital artists from all over can use our NFT marketplace to sell their artwork for BSC, ETH, XMP, or their native token. Metapolands is permanently owned by the community, giving them full control over their creations. Users claim ownership of virtual land on a blockchain-based regionally.



# MISSION

X-MetaPol is a digital nation where people globally come together play, work, and make lifelong connections.

In X-MetaPol, we are developing a metaverse. This metaverse will ensure education with the help of games. The metaverse we are working on is filtered information pollution to give a healthy learning experience. It will be reachable around the World because we are aware of impossibilities and unfairness. In this sense, we want to establish a system above the current system to avoid power-related interests, especially cultural or political ones. The universality and being on the side of science and knowledge lead us to create something beyond, to diminish the problem that the World has: Ignorance, poverty, injustice, and misleading and corrupted systems.



Education is the key to overcoming them and standing against them. We shape our ideas on it while creating this game: Focusing on education and gamifying it. In this process, we are planning to give the basic knowledge about the professions the game has in it: Farming, forestry, and presidency. The players will have an idea of what they are doing and the learning will be actualized during the gaming. They can internalize the profession and learn its basics while playing the game. The texts and mini-games for the professions will assist the players in their learning journey.

Seeing the beyond is our vision to prepare a better tomorrow. Education within a game is the way to prepare for a brighter future. A better future can be established by being visionary and actualizing opportunities for others. Let people step forward from the reality they are trapped in and experience the opportunities given by a designed virtual world for them. We should give what people already need to have, there should not be any obstacles, if there are any, we need to remove them. As a result, we can improve and build a healthy society and future.



# MARKET OVERVIEW

## CRYPTOCURRENCY AND METAVERSE MARKET

Cryptocurrency markets move according to supply and demand. However, as they are decentralised, they tend to remain free from many of the economic and political concerns that affect traditional currencies. While there is still a lot of uncertainty surrounding cryptocurrencies, Metaverse is the valuable part in all this uncertainty.



## WHY X-METAPOL?

X-MetaPol is an online gaming platform that offers players the opportunity to pursue various professions while acting as a virtual citizen. These professions are modeled after some of the most successful casual games, allowing players to hone their skills in a familiar environment. Whether players choose to explore life as a farmer, chef, or fashion designer, they will find themselves in a world full of challenges and opportunities. With a diverse array of professions to choose from, X-MetaPol offers something for everyone, making it an engaging and entertaining gaming experience.

## HOW IS X-METAPOL DIFFERENT FROM OTHERS?

The main difference between X-MetaPol and other games is that it offers a unique approach to gameplay by allowing players to explore different professions within a virtual society. Unlike other games that focus on a single objective or goal, X-MetaPol offers a diverse range of professions that players can choose from, each with its own set of challenges and rewards. Additionally, X-MetaPol's professions are modeled after successful casual games, making them familiar to players and providing a comfortable and engaging environment for players to develop their skills. Ultimately, X-MetaPol offers a fresh and innovative gaming experience that encourages players to explore new possibilities and pursue their interests in a fun and entertaining way.

There are other games that have similar elements to X-MetaPol in terms of allowing players to pursue different professions within a virtual world. For example, the popular game Second Life offers players the opportunity to create avatars and participate in a variety of activities, including virtual commerce and building. Another example is The Sims, which allows players to control the lives of simulated characters and choose their careers, hobbies, and relationships. However, X-MetaPol's focus on offering professions that are clones of successful casual games is a unique feature that sets it apart from other games in this genre.



# PROBLEMS

## The Incompatibility in GameFi Industry

If there is a problem with the GameFi industry: The difference in quality between teaser trailers and delivered products is often stark enough to get under the skin of the eager gamers who put their faith in them.

99% of developers have been overpromising and under-delivering consistently as that becomes the case with more and more titles.

The more that customers' expectations are unmet and disappointed.

## Staking Problem

The decentralised staking industry is extremely nascent, and they haven't figured out how best to build trust-minimised staking for the community.

Projects like Lido pool risk across everyone, projects like RocketPool isolate risk into individual pools.

# SOLUTIONS

The community focus is repeated all across the Web3 space, but just having a group of people signed up for your project will not be enough for it to thrive.

## Tackling the Staking Problem

Developers must work on what they can actually build, not overpromise and underdeliver. We think that this problem should be solved like this and we will solve.

We believe if we can remove the single point of failure in validator operation, we can place more trust in smaller node operators.

We believe a DAO wouldn't trust a single member to stake its treasury's XMP

A custodian might not trust a single operator to stake their client's ether.

If we can share risk, we can share stake. If we want to solve the staking problem

The concept of metaverse has started to show its effect rapidly in today's world. The formations that we encounter within the of this concept and the demand for these formations constitute an important example for us.

The metaverse market was worth \$478.7 billion in 2020 and is expected to be worth \$800 billion by 2024. By 2026, 25% of people will spend an hour in the metaverse and 30% of companies will offer services and products for the metaverse. The metaverse market is expected to grow 13.1% every year.

The formations that we encounter within the of this concept and the demand for these formations constitute an important example for us.

# INTRODUCING VIRTUAL WORLD X-METAPOL

## GAME OVERVIEW

X-MetaPol is a social RPG in a user-generated world, where people can rule their own country or become citizens of other players' countries. Anyone can join the Metapolands by buying a piece of land and performing various activities. This world offers you the opportunity to shape your own utopia with real players. Establish your country, customize it, and set your own rules, or find a profession you are fond of as a citizen. Both choices will lead you to different paths. Alongside being a citizen, basic professions (such as farmer, forester, etc.) are designed to create a purpose-based atmosphere; in this way, players can internalize the profession on their way to being president. These professions consist of various quests and popular casual games, which are aimed to be educational and entertaining at the same time.



## KEY GAME FEATURE

The game is set on a mysterious planet called ???. This planet is discovered by an AI-powered spaceship, ???. The AI system collects data about this mysterious planet: It is mostly covered with water, but there is no sign of life. A new civilization is ready to build on ???: Platforms are waiting for their citizens. Here is where your journey begins. During this journey, you will find your own path while exploring the world you are comfortable in.

# BECOME A CITIZEN OF A COUNTRY!

Everyone is born as a citizen, but later becomes a citizen of a specific country they desire. Choose a starting point to begin your journey.

## CITIZENSHIP

Every humanoid, who has an uploaded behavioral data in the brain, is ready to land on ??? to begin a journey. Snotra suggests a system for an adaptation process called the Citizen Adaptation Chain. It is a group of tasks to be completed by new citizens to form their path to be a successful jobholder, a president or whoever they desire to be. Being a successful jobholder affects the Producing Power of a country, it is possible with the qualified jobholders. This process also introduces Citizenship Points that gives an opportunity to be the next President.



On BD-2, no one carries an ID, but IDPhone is here. It is for easing the communication and providing many information about the citizen oneself. Here are the application in it:



## PRESIDENT & FOUNDER!

Here is the big responsibility: To meet the citizens' needs or not, to create harmony for their sake or create chaos to maintain absolute power.

## THE WAY OF BUILDING YOUR STATUE!

The life we live seems infinite, but it is all about the infinity of our choices, the way to leave a trace on ??? to be remembered as a trailblazer.

## EXPRESS YOURSELF!

Be free in style while choosing the features and clothes of your avatar. Furnish your places. We are regularly updating our Clothing and Furniture Stores to give you better and fashionable service.

## BE PROFESSIONAL!

Basic professions we trust to build a strong society. These professions meet the needs of society. We earn our crust from the 'soil': Be Farmer or Forester!

## ACHIEVE AND COMPLETE!

Basic professions we trust to build a strong society. These professions meet the needs of society. We earn our crust from the 'soil': Be Farmer or Forester!

## BE SOCIAL!

You are not alone unless you want to be one. You can chat with other players through Chat Balloons or the private chat on your 'IDPhone'. This is the new way of socializing we can offer you during the pandemic.

## UNCONDITIONALLY MERCHANT!

In-game trading is fun: Buy and sell items or barter your goods with other avatars' goods.

## EXPLORE!

Customized platforms by real players waiting for their visitors or future citizens. Come and visit them to see many personal 'dreamlands'!

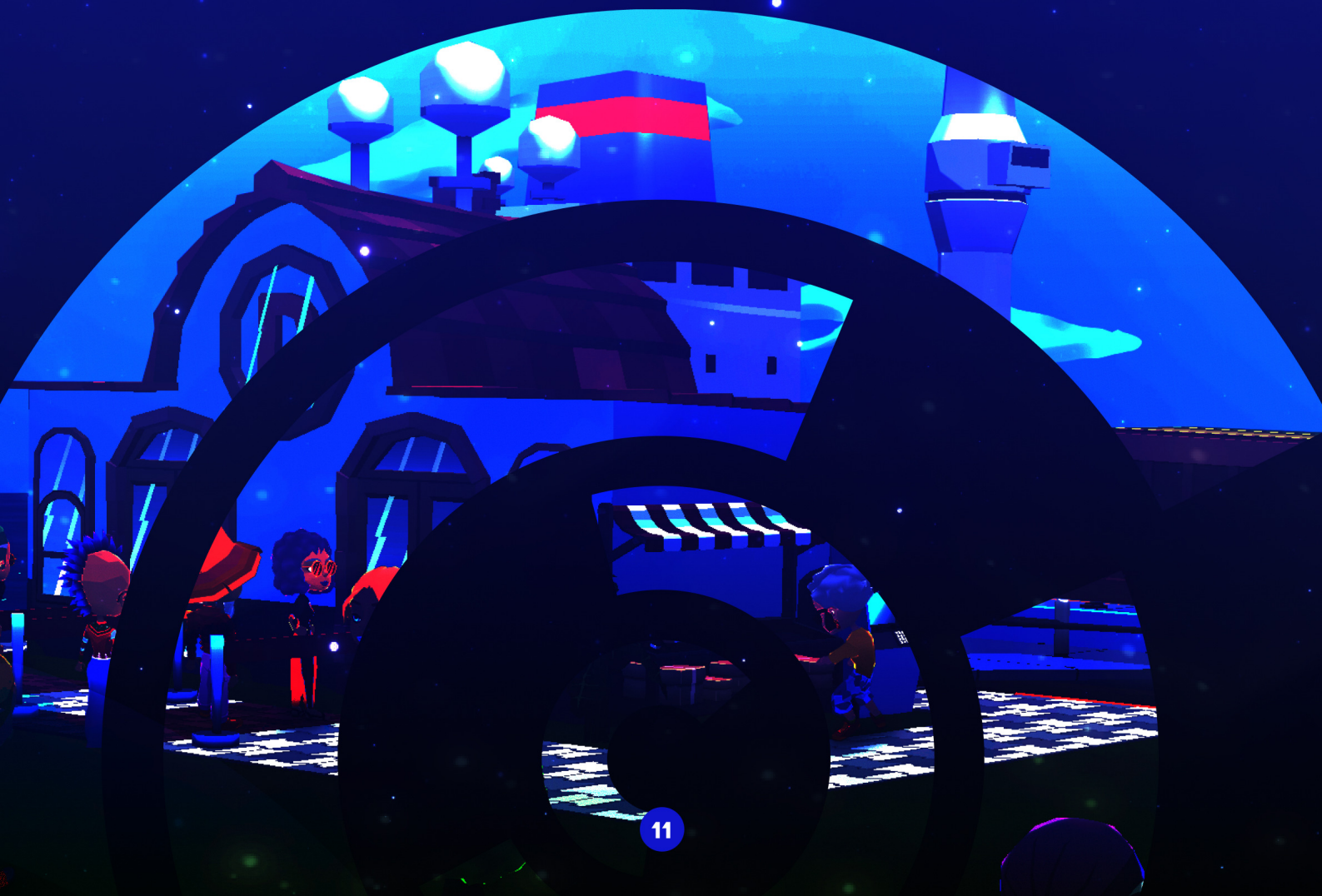
## WHAT DOES X-METAPOL PROVIDE?

X-MetaPol is a new type of game that rewards players for the time and effort they spend both playing the game and growing the ecosystem.

X-MetaPol has a 100% player-owned, crypto and real money economy. Rather than selling game items or copies, the developers of the game focus on growing the player to player economy. Marketplace fees go into a Executive Treasury whose usage will be guided by XMP holders. The developers monetize through their ownership of \$XMP tokens. Axies are created by players using in-game resources (XMP) and sold to new/other players. You can think of X-MetaPol as a nation with a real economy.

Game resources and items are tokenized, meaning they can be sold to anyone, anywhere on open peer-to-peer markets.

X-MetaPol population growth is a major factor within the XMP ecosystem. At any given moment, there exists some ideal inflation rate that allows us to grow to our maximum potential. Too slow and X-MetaPol prices are too high for everyday people to join; especially competitive Axies. Too fast and you get unhealthy inflation. XMP tokens face similar economic forces that need to be managed.



# INDIVIDUALIZATION AND CUSTOMIZATION OF CHARACTER

Each player is represented by an avatar in the game, and players could interact with others through the avatar. The character can be customized according to personal preferences by. Players could also modify the avatar by installing different assets to it.



# GAME ASSETS

## COLLECTIBLES AND MACHINES

There are in-game assets that can be deployed into the game and they can be bought on the marketplace. Among them – houses, animals, veggies, decorations or cosmetic items for the player's avatar. In addition, platform users can create assets using the NFT creator, and monetize their design skills!

In gaming, the element of machines and collectible items have been around since even before computers.



Also in X-MetaPol, there will be limited editions, job items. In addition to items designed by the game developers, there will be user-generated content. The openness of blockchain provides information about how many items exist in total, how large is a limited edition, etc. The additional openness of X-MetaPol novel “Decentralized Assets” explained below improves on this further, as you can openly inspect similarity of items.

Jobs in X-MetaPol exists on different levels:



Users acquire rights to generate items, these rights stipulate the max number of copies, thus enforcing personality. And so the differences become the same in the real world.



## FULLY DECENTRALIZED ASSETS

There are in-game assets that can be deployed into the game and they can be bought on the marketplace. Among them - houses, animals, veggies, decorations or cosmetic items for the player's avatar. In addition, platform users can create assets using the NFT creator and monetize their design skills!

In mainstream blockchain games, NFT consists of a small amount of binary data that represents ownership of an asset. But there are many more elements needed to actually having full control of an asset:

How it looks

Non-physical characteristics (strength of a sword, speed of a car)

Game logic implementing the asset: Swinging a sword, driving a car

So far, in most blockchain games, this information is often stored elsewhere, not under the control of the player and instead under the full control of the game company. In X-MetaPol, we strive to improve on this as much as possible. So far blockchain games have been an emperor without clothes, we aim to dress him up with something cute.



## ON-CHAIN FORUM FOR DISCUSSION

X-MetaPol will also enable a decentralised forum, where users will be able to discuss and to vote in presidential elections. The game activities and to vote in presidential elections, figure out the upcoming votings schedule within the login.

## SHARED QUESTS AND COMMUNITY EVENTS

One of our key values in the game is to create the atmosphere of friendship and common interests. The ultimate purpose in X-MetaPol is to create an alternative beautiful world where anyone can play, find friends and work together. Thus, X-MetaPol will enable various possibilities for players to work on a shared goal and join resources to complete fun activities. The game will also have community-created events where players will be able to create and participate in activities.

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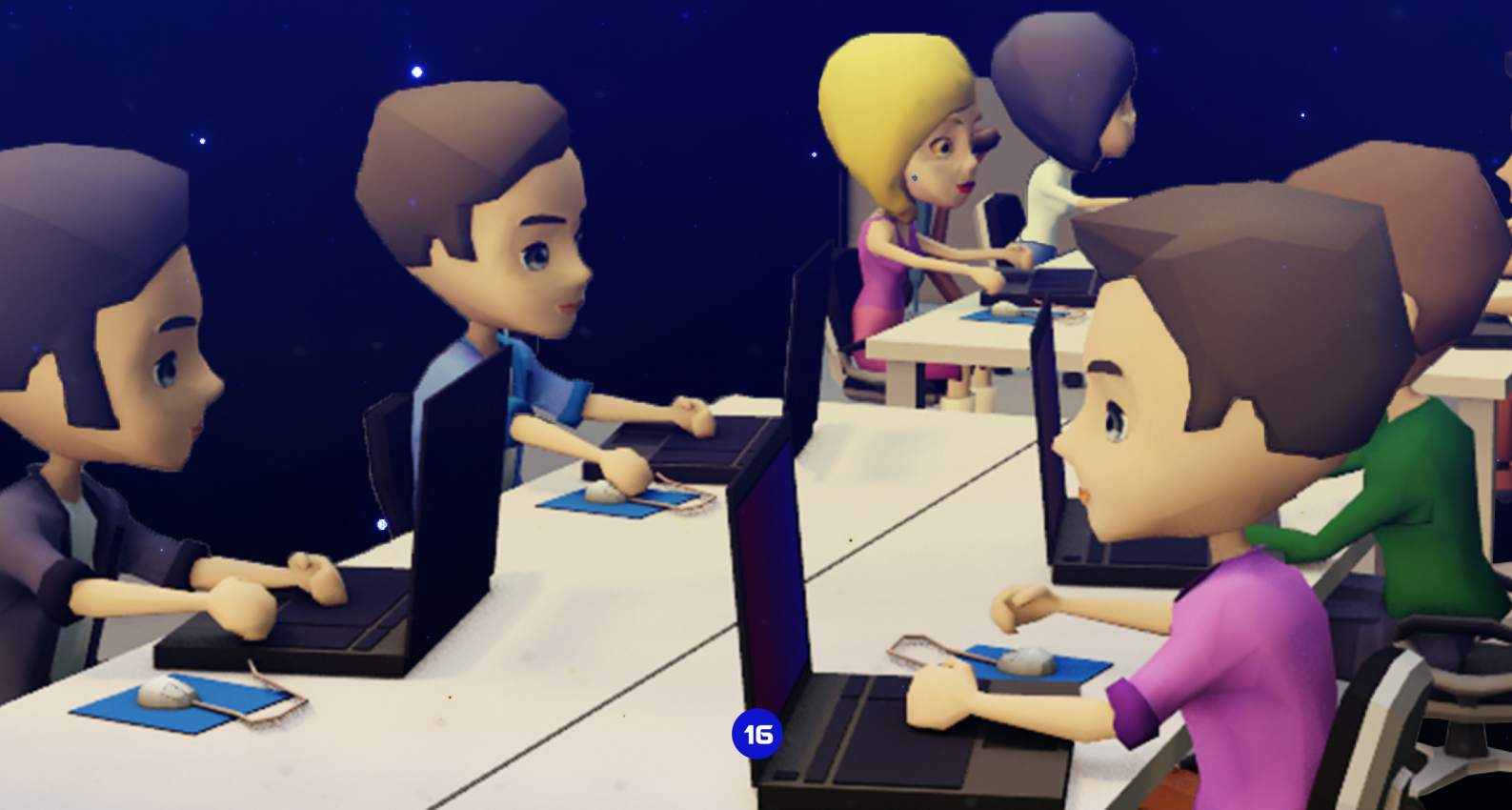


# BRIDGING GAMES WITH X-METAPOL

Players will be able to have an NFT market with other partner games. They will be able to participate in events with each other and become owners of NFTs with the discounts they have.

When trading NFTs, players can choose to be either holders or non-holders of \$XMP. As a non-holder, you can also have fun participating in the game, make friends and be part of a platform where you can learn, play, earn, and connect with people around the world. \$XMP holders get a discount on the NFT marketplace fee, rewards bonuses, and entry pass to partake in the sales. With all these, both our trade volume will expand and we will reach more players.

X-MetaPol players become a part of a network of traders, gamers, and leaders. We are not just another gaming platform; we represent a revolution in crypto gaming. Our platform will help set the stage for this inevitable crypto revolution.



# CURRENT STATUS: GAME DEMO READY

The X-MetaPol game core and assets are being developed by Jib Games, a gaming company developing MMORPG games since 2010. Basically, X-MetaPol is the special blockchain white-label version of "Polity".

"Polity - Online Role Playing" is available on Steam, App Store, and Google Play

<https://apps.apple.com/tr/app/polity-online-role-playing/id1623977845>  
<https://play.google.com/store/apps/details?id=com.jib.polity>  
<https://store.steampowered.com/app/1479480/Polity/>

# NFT MARKETPLACE & METAPOLANDS

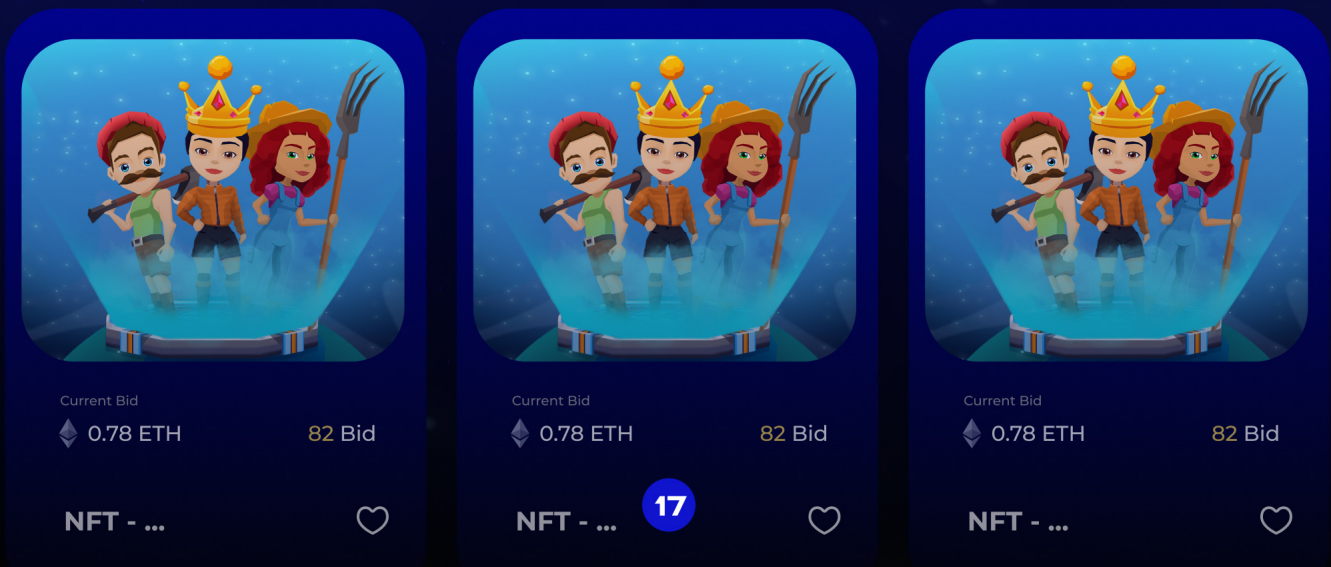
## NFT MARKETPLACE

A vital feature of the X-MetaPol token is its native NFT marketplace, which acts as a hub for presidents. Exclusive and unique NFTs designed by our experienced designers can be purchased by anyone who wishes to own a piece of these special collections.

-By staking XMP tokens, they can earn discounts on NFT sales and increase their chances of becoming president.

-Land owners can create own exclusive place that is bought for Metapoland.

-With other partner games, a new NFT Marketplace will be installed and each game will be able to open its own store. Other games and digital artists from all over can use our NFT marketplace.



# METAPOLANDS

MetaPolands, the non-fungible parcels in which the virtual world is divided; and XMP, an BSC-20 token that is creating, as well as to make in-world purchases of goods and services. The utility of MetaPoland is based on its adjacency to other attention hubs, its ability to host applications, and also as an identity mechanism.

Plots can be upgraded over time using a variety of resources and crafting ingredients that can be found when playing the game. Also, XMP used to buy goods and services in the virtual world creates utility value for the token.

In addition, landowners might find XMP tokens on their land plots, or use the that visiting the land plot to explore compass nodes on the map.



# X-METAPOL AI

X-MetaPol incorporates artificial intelligence to teach the behavioral patterns of players' avatars. This allows the avatars to continue playing the game even when the players are not actively engaged. In fact, the avatars will even continue to progress and play the game when the players have stopped. Additionally, X-MetaPol also utilizes AI to train non-playable characters to act and respond like real players. On the education side, X-MetaPol uses machine learning and AI to analyze players' skills and tendencies to determine which real-life professions they are suited for, thus guiding players towards success.

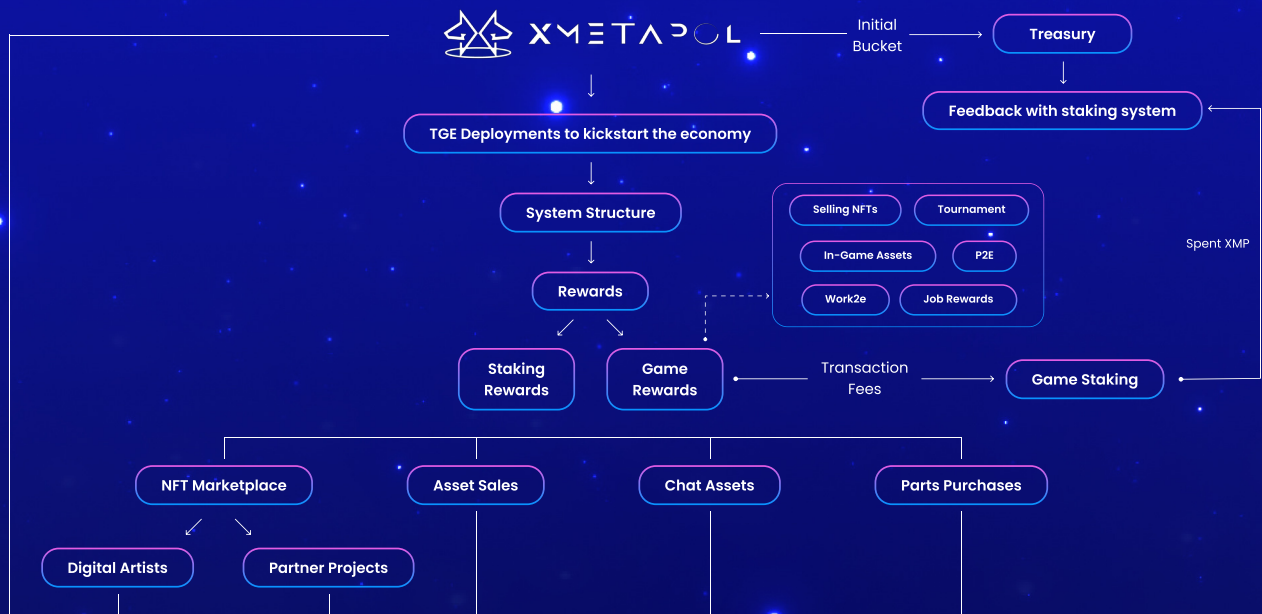
Firstly, the use of AI in X-MetaPol allows players' avatars to learn and mimic their behavioral patterns. This means that even when the player is not actively engaged in the game, their avatar will continue to progress and play. For example, if a player's avatar has a daily routine of farming in the morning and cooking in the afternoon, the AI will learn this routine and continue to perform these actions when the player is not available. This creates a seamless experience for players, allowing them to feel like they are always part of the game world.

In addition, the use of AI to train non-playable characters (NPCs) in X-MetaPol allows for a more realistic and immersive experience for players. NPCs can be trained to act and respond like real players, providing a more dynamic and engaging game world. For example, a bartender NPC can be trained to interact with players and serve drinks in a way that mimics how a real bartender would behave. This makes the game world feel more alive and interactive, as players can interact with realistic NPCs.

Furthermore, X-MetaPol's use of AI and machine learning in the education aspect of the game is a unique feature. By analyzing players' skills and tendencies, X-MetaPol can provide guidance to players on which real-life professions they may be suited for. For example, if a player is skilled in cooking and has a passion for food, the game may suggest a career in culinary arts. This not only adds a personalized touch to the game, but it can also serve as a useful tool for players in real life by helping them discover their interests and potential career paths.

Overall, the use of AI in X-MetaPol provides a more immersive and personalized gaming experience for players. By learning and mimicking players' behaviors, training NPCs to act like real players, and providing guidance on potential career paths, X-MetaPol creates a dynamic and engaging game world that is tailored to each individual player.

# INNER BUSINESS MODEL



For MetaPol ,We have four main sources of income ; transaction and staking fees , nft marketplace taxes,asset sales for the game.

# TECHNOLOGY

## FRONTEND

The project client is developed in UNITY. UNITY is a cross-platform game development platform.

## BACKEND

The project backend multiplayer servers are developed with JAVA. JAVA supports a high performance low-cost custom server architecture which allows thousands of players on a single server node.

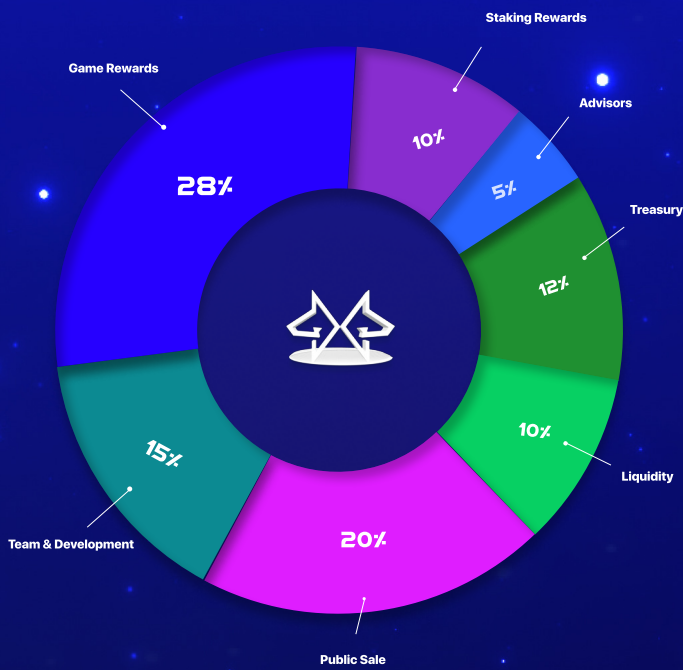
**SCALING & ORCHESTRATION:** Kubernetes

**BLOCKCHAIN INTEGRATION:** ERC20....



# ECOSYSTEM

## X-METAPOL TOKEN ECOSYSTEM



<b>0% PRIVATE SALE</b>	XMP 0
%0 TGE / 0 month cliff / 0 month linear	
<b>20% PUBLIC SALE</b>	XMP 40,000,000
%100 TGE / 0 month cliff / 6 months linear	
<b>15% TEAM &amp; DEVELOPMENT</b>	XMP 30,000,000
%0 TGE / 12 months cliff / 24 months linear	
<b>28% GAME REWARDS</b>	XMP 56,000,000
%0 TGE / 6 month cliff / 36 months linear	
<b>5% ADVISORS</b>	XMP 10,000,000
%0 TGE / 0 month cliff / 30 months linear	
<b>10% STAKING REWARDS</b>	XMP 20,000,000
%10 TGE / 3 month cliff / 36 months linear	
<b>12% TREASURY (STRATEGIST + MARKETING)</b>	XMP 24,000,000
%0 TGE / 6 months cliff / 30 months linear	
<b>10% LIQUIDITY</b>	XMP 20,000,000
%20 TGE / 0 month cliff / 20 months linear	

## X-METAPOL GAME ECONOMICS



# ROADMAP

## PHASE I

- Gathering feedback from beta
- Seed and private rounds opening
- Partnership onboarding
- New game features introduction
- IDO - Public sale
- Listing on CMC/CG

## PHASE II

- Publishing the game trailer
- New profession Area addition (each 3 month)
- Setting up Blockchain servers for the game
- Developing the ecosystem for the game
- Starting the process of integrating the game into the Blockchain
  - Target 100m mcap
  - Contact to CEX(top I-II)

## PHASE III

- Preparation of NFT features
- NFT/LAND sales
- Opening in-game profession groups
- Implementation payment on a different server
- Introduction of new in-game characters
- Reviewing all updates

## PHASE IV



## GAME LAUNCH

# TEAM



**EMRAH VURAL**  
Founder of X-Metapol



**DR. DENIS ZNAMENSKIY**  
Business Development



**SERHAT YANAR**  
Advisor



**SEFA BASAR**  
Chief Financial Officer



**SAMED KARAKUS**  
UI/UX & NFT Designer

# PARTNERS



**Disclaimer:** Please note that anything written in this white paper should not be taken as financial advice. X-MetaPol is a bleeding-edge game that's incorporating unfinished, risky, and highly experimental technology. Development priorities, roadmaps, and features are subject to radical overhaul based on research, traction, feedback from the community, and a myriad of other factors.